

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. - 17. (Canceled).

18. (Currently Amended) A game system including an arcade game machine installed in a play facility with which a player plays a game after paying a play fee, and a server device connected to the arcade game machine via a network, and wherein the game system is arranged so that the player is allowed, from a terminal device connected to the server device via the network, to send the terminal device comprising:— operation means with which a player inputs a character message and identification information for identifying [[a]] the player,; and communication means for transmitting the character message and the identification information to the server device, the arcade game machine comprising: reading means for reading, via an interface, identification information for identifying a player recorded on an external memory medium; and communication means for transmitting the identification information read by the reading means to the server device, and the server device comprising: data management means for

the game system being configured to perform:

(a) in response to manipulation on the terminal device connected to the server via the network, registering the character message information including at least one message and the identification information transmitted from the terminal device in association with each other in a database, and searching the database based on the

~~identification information received from~~ the identification information before allowing the
player to start a game on the arcade game machine; and

(b) allowing the player to play the game on the arcade game machine
when the identification information transmitted from the terminal device meets the
identification information stored on the server; and

(c) displaying the message ~~communication means for transmitting a~~
~~character message associated with the identification information specified by the search~~
~~conducted by the data management means to~~ on the arcade game machine when a
progress of the game reaches a certain game stage or status.

19. (Canceled).

20. (Currently Amended) The game system according to claim 18, ~~the arcade-~~
~~game machine further comprising~~ configured to perform:

(b-1) recording means for recording a program for the game; game processing
means for executing game processing according to the program; display means for
displaying an image of the game; and input means for receiving a game play input from
a player, wherein the game processing means executes program processing in
response to an input signal from the input means, and calculates calculating points
acquired as a result of [[a]] the player's game play, and

(c-1) makes the display means display a character message corresponding
displaying the message which is registered correspondingly to the calculated points by
the player before starting the game.

21. (Canceled).

22. (Canceled).

23. (New) The game system according to claim 20, wherein said message information contains plural messages which are registered in relation with certain game points, respectively, one of which is given to the player in accordance with a result of the game executed by the player.

24. (New) A game system comprising a server and a plurality of game apparatuses connected via a network, wherein a player who desires to play a game on one of the plurality of game apparatuses is required to identify the player with identification information on the server via the network,

said game system being configured to perform the steps of:

(a) before starting the game on said one of the plurality of game apparatuses, receiving message data, which contains at least one message related to a certain game stage or status, transmitted from a mobile terminal device under manipulation by the player to the server, and registering the received message data in relation to the identification information;

(b) allowing the player to play the game on said one of the plurality of game apparatuses when the identification information meets the identification information registered on the server; and

(c) displaying the at least one message, which was transmitted from the mobile terminal device to the server before starting the game, on said one of the plurality of game apparatuses when a progress or a result of the game executed by the player reaches said certain game stage or status with which the message is related.

25. (New) The game system according to claim 24, wherein said message data contains plural messages which are registered in relation with certain game stages or statuses, respectively.

26. (New) A game system comprising a server and a plurality of game apparatuses connected via a network, wherein one player who desires to play a game on one of the plurality of game apparatuses is required to identify the player with identification information on the server via a network,

said game system being configured to perform the steps of:

(a) before starting the game on the one of the plurality of game apparatuses, receiving message data, which contains at least one message related to a certain game stage or status, transmitted from a mobile terminal device under manipulation by the player to the server, and registering the received message data in relation to the identification information;

(b) allowing the player to play the game on said one of the plurality of game apparatuses when the identification information meets the identification information registered on the server; and

(c) displaying the at least one message, which was transmitted from the mobile terminal device to the server before starting the game, on said one the plurality of game apparatuses which said player operates and another game apparatus which is operated by another player who plays the game against said player when a progress or a result of the game executed by the player reaches said certain game stage or status with which the message is related.